



Visual Boy Advance-M

The continuing development of the legendary VBA gameboy advance emulator.

Auto full screen option

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Auto full screen option

by **Goaty** » Mon Dec 29, 2008 2:07 am



Goaty
Junior Member

Posts: 1
Joined: Mon Dec 29, 2008 2:04 am

Can you add a way to when you load VBA-M directly from a rom it auto makes the screen fullscreen?

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Or just add an option, Startup fullscreen.

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Another thing I liked from the original VBA is when you press escape while in full screen, all it did was hide the menu bar and/or does the opposite.

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Thanks!:banana_fu:



Auto full screen option

by **Squall Leonhart** » Thu Jan 22, 2009 4:20 am



Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

the menu bar is not returning to fullscreen, it caused performance and drawing issues.



Auto full screen option

by **spacy51** » Fri Jan 15, 2010 1:57 pm



spacy51
Senior Member

Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm



the menu bar is not returning to fullscreen, it caused performance and drawing issues.

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Hm, I just wonder, with Windows Aero, are GDI elements in fullscreen still a problem? I mean, everything is rendered anyway, so the problem might not exist anymore.



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by **Squall Leonhart** » Sat Jan 16, 2010 2:04 pm



Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

GDI still interferes with locking the buffer, even worse on windows 7.....



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